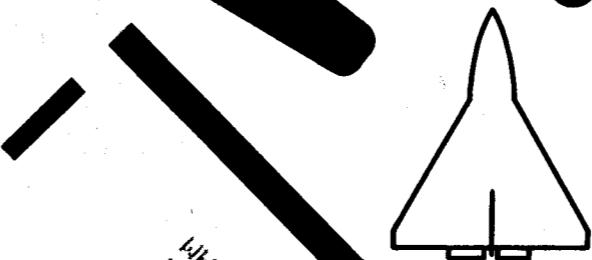


(For information on
the various games,
see note on
page ii)

KIOSK

OPERATION & MAINTENANCE SUPPLEMENT



WHERE WOULD YOU FIND AN AIR
TELEVISION?

- A. AT AN ARCHERY CLUE
- B. IN YOUR POD
- C. IN YOUR ELECTRIC
- D. ALL OF THE ABOVE

A. HUNGRY
B. THIN
C. FAT
D. TALL

ACUPUNCTURE
ELIMINATED IN:

- A. TURKEY
- B. FRANCE
- C. RUSSIA
- D. CHINA

WHAT WOULD YOU
DO WITH A CLARION?

- A. READ IT
- B. FLAY IT
- C. DRIVE IT
- D. IGNORE IT

IF YOU WERE DEESE YOU WOULD BE
IN A SHOW

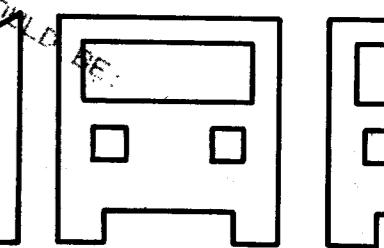


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WARRANTY

Seller warrants that its printed circuit boards and parts thereon are free from defects in material and workmanship under normal use and service for a period of ninety (90) days from date of shipment. Seller warrants that its television monitors are free from defects in material and workmanship under normal use and service for a period of thirty (30) days from date of shipment. None of the Seller's other products or parts thereof are warranted.

If the products described in this manual fail to conform to this warranty, Seller's sole liability shall be, at its option, to repair, replace, or credit Buyer's account for such products which are returned to Seller during said warranty period, provided:

- (a) Seller is promptly notified in writing upon discovery by Buyer that said products are defective;
- (b) Such products are returned prepaid to Seller's plant; and
- (c) Seller's examination of said products discloses to Seller's satisfaction that such alleged defects existed and were not caused by accident, misuse, neglect, alteration, improper repair, installation or improper testing.

In no event shall Seller be liable for loss of profits, loss of use, incidental or consequential damages.

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I. INTRODUCTION

1

1.1 PHYSICAL DESCRIPTION OF GAME

Atari's "Kiosk" game is a modularly built cabinet containing a choice of any 2, 3, or 6 of the following Atari games:

- Stunt Cycle
- Jet Fighter
- Quiz Show
- Pong Doubles
- Tank
- Space Race
- Trak 10

This wide selection permits the operator to choose exactly those games which would be most suitable for his particular location. Operators may also order Kiosk kits at a later date to replace existing games in the modular cabinets. These kits contain the new electronics tray with game printed circuit board (PCB), the appropriate control panel, front plex with artwork, and any television decals.

Each game comes in its own steel-frame cabinet module complete with game PCB(s), black-and-white 19-inch TV monitor and decals, electronics tray, applicable mechanical controls, plex panel with name of game and artwork (to fit over fluorescent light fixture), two TV plex panels, and a double coin mechanism.

The cabinet modules are somewhat pie-shaped and bolt together so their fronts face slightly away from each other. This feature, plus the different artwork, serve to distinguish the various games. Since the cabinets bolt together at their sides, the Kiosk is shipped with a varying number of side panels, etc., as follows:

No. of Cabinet Modules	Items Shipped
2	2 side panels, 1 fan assembly, 1 AC power strip
3	2 " " 1 " " 1 " " "
6	0 " " 2 " " 2 " " "

NOTE: The electronics tray with PCB should be attached along the inside of the left side panel at its four corners with nuts and washers.

IMPORTANT NOTE

This Supplement refers only to the cabinet modules in the Kiosk game. For information on operating and servicing the individual game printed circuit boards and other electronics, please refer to the individual manuals that were also placed inside the Kiosk cabinet.

In those game manuals, please ignore any references to cabinet design (such as in the top assembly drawings) and control panel assemblies.

II. SPECIFICATIONS

2

2.1 GENERAL

Cabinet Dimensions: Height 61 inches; maximum width (at front) 41½ inches; depth 29 inches.

TV Monitor: Motorola Model XM501, black and white, with 19-inch screen.

Coin Mechanisms: Two identical mechanisms (connected in parallel); accept quarters only.

Cash Box: Removable; located behind locked access door to coin mechanism assembly.

Power Cord: Approximately 6 ft. long, extending from rear of cabinet and having grounded three-prong plug for conventional wall outlets.

2.2 ELECTRICAL

Power Requirement: Uses conventional wall outlet providing 60-cycle AC (60 Hz, single-phase) at 110 volts; power consumption varies with each game.

Fusing: All fuses located inside cabinet; TV monitor has two 1-amp fuses; remainder of game is protected by fuses of varying capacity.

Power Interrupt Switch: This safety switch is located inside the cabinet behind the removable front panel. It interrupts AC power to the game whenever the front access panel is unlocked and opened.

2.3 ENVIRONMENTAL

Operating and Storage Temperature Range: From 32°F to 120°F (ambient temperature).

Relative Humidity: From 0% to 80% without condensation.

2.4 ACCESSORIES AVAILABLE ON SEPARATE ORDER

Video Probe: Order from Atari, Inc.

Universal Test Fixture: Order from Atari, Inc.; catalog no. TF101.

III. INSTALLATION INSTRUCTIONS

3

3.1 UNPACKING INSTRUCTIONS

3.1.1 EXAMINATION FOR SHIPPING DAMAGE: Before shipment from the factory, components and sub-assemblies of each game are carefully checked for proper operation. However, during shipment some adjustments may have changed or parts may have been damaged. Upon initial removal of the game from the shipping container, first examine the exterior of the cabinet. Then open the front panel access door and also examine the interior. Any shipping damage such as a dented, cracked or broken cabinet, sub-assemblies broken loose, etc., should be reported immediately to the shipper and to Atari.

3.1.2 MECHANICAL INSPECTION: After determining that the game has been received in good condition, carefully inspect the interior parts and verify the following:

- (a) All slip-on and plug-in connectors are firmly seated (particularly the PCB edge connector)
- (b) The fuses are all seated in their holders
- (c) No loose foreign objects are present, especially metal objects which could cause electrical short circuits
- (d) No harness wires have become disconnected or pulled loose.

Be sure all assemblies have been checked. Do not go on to the remaining paragraphs in this section until the above mechanical inspection has been thoroughly performed.

3.2 ASSEMBLY

3.2.1 Install the AC power strip along the inside of the back steel panel with the nuts and bolts provided. See page 2 of this manual for number of power strips required in Kiosk.

3.2.2 With the four nuts and bolts provided, attach the fan assembly above the AC power strip. Plug the fan's connector into the power strip. Again, see the previous page for number of fans required.

3.2.3 Install side panels (if necessary) with the hex-head screws provided. The screws are inserted all around the edge of each side panel, inside the cabinet.

3.3 ENERGIZING THE GAME

3.3.1 APPLICATION OF AC POWER: Close the front panel access door, making sure that it is completely shut at the top and bottom, and remove the key from the lock. Plug the power cord into an AC outlet providing the AC power listed in the Specifications (Section II of this manual). The wall outlet must accept a three-prong plug and the receptacle must be connected to a good earth ground.

After the power cord has been plugged in, the proper response from the game is that images appear on the TV screen.

If there is no response at all from the game, unplug the power cord and check the AC wall outlet. A simple, safe way to check for presence of AC power at the wall outlet is to plug in an appliance known to be working properly -- such as a table lamp, radio, or an electric clock. If the wall outlet passes the check, then presume that the trouble is with the game and refer to Section VI of the appropriate game manual.

CAUTION: No troubleshooting steps should be attempted inside the cabinet by anyone not familiar with safety measures and repair procedures on electrical equipment.

Do not go on to the remaining paragraphs in this section until the proper response described above has been observed.

3.3.2 CHECK ON OPERATION OF INTERLOCK SWITCH: The interlock switch is a safety switch mounted inside the cabinet, near the top left corner of the front panel access door. At the factory this switch is mechanically adjusted to that it will automatically transfer to its "off" position (switch contacts open) whenever the front panel access door is opened. When the interlock switch is in its "off" position, the AC power leading to the game's power supply is interrupted. When the access door is closed, the interrupt switch is adjusted to be in the "on" position (switch contacts closed) and AC power is allowed to reach the game's power supply, meaning that the game can operate.

After application of AC power per paragraph 3.3.1 above, correct operation of the interlock switch can be checked as follows: unlock the front panel access door and slowly open the door. The correct response is that by the time the edge of the door has moved about 2 to 3 inches away from the cabinet, the TV screen should go dark, verifying that the interlock switch has automatically transferred to "off". While opening the access door, do not insert fingers inside the cabinet, and do not allow foreign objects to fall inside. If the TV screen continues to be lighted up even after the door has been opened, immediately close and lock the door, and unplug the power cord from the wall outlet. Then refer to Section VI of the appropriate game manual to replace and/or adjust the interlock switch.

Do not go on to the remaining paragraphs in this section until the operation of the interlock switch has been checked and found to be correct.

3.4 INTERIOR ACCESS

Access to all interior components and the plexiglass panels is gained by following these procedures:

3.4.1 Unlock the front panel access door in both places; lift the door out and up, away from the bottom-edge retainer strip.

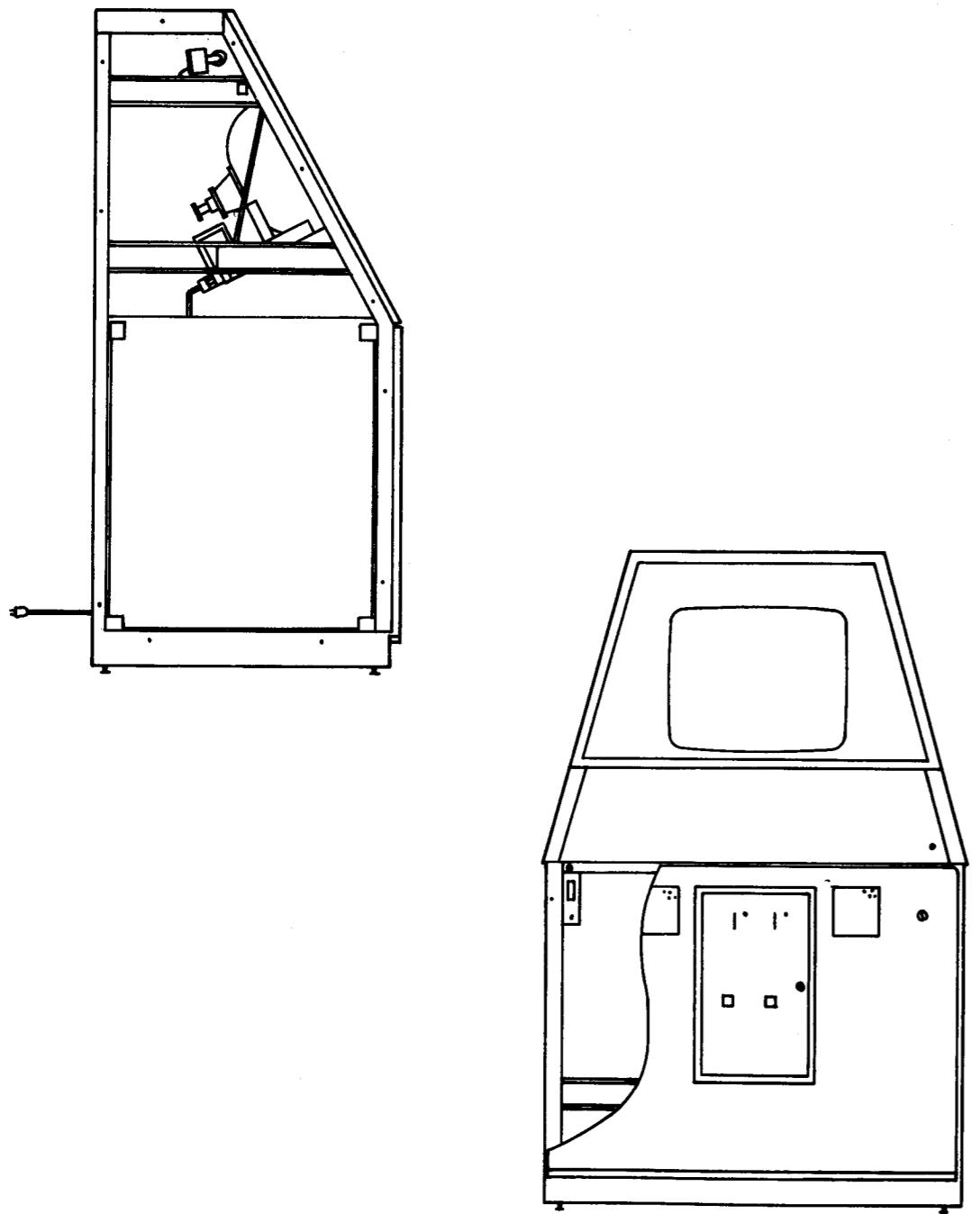
3.4.2 The control panel is removed by first removing its screws at both bottom corners. Then slide the panel down out of the slot. Last, unplug the connectors on the back of the panel.

3.4.3 Lift the plex panel/bezel assembly up and pull towards you. Handle this assembly carefully, since it may be heavier than expected (there is $\frac{1}{2}$ -inch of plexiglass in the frame). The bezel that surrounds the television monitor is taped to the inside of the frame.

You may remove the two plex panels from the frame by removing the four bolts at the bottom edge. Remove the retainer strip and slide the panels out at the bottom edge.

3.4.4 With the plex panel/bezel assembly removed, TV access is obtained by merely tipping the top edge of the hinged TV chassis towards you until it reaches the end of the nylon monitor stop cord. In this position, the Motorola TV's adjustments are very accessible.

THEREFORE, with the front panel access door unlocked and removed, you need remove only 2 screws on the control panel to gain access to either the television or control panel.



Typical Kiosk Game Cabinet